

# **LIVINGSTONE** *I Presume?*

**7 LIVES, 7 LEVELS, 63 SCREENS.**

## **THE GAME AND SPECIAL FEATURES**

Find Dr. Livingstone

Collect food and water for sustenance.

7 distinct levels with disguised exits.

Kill or avoid all moving animals including pygmies, cannibals, alligators, snakes, scorpions, piranha bats, coconut throwing monkeys, man eating plants etc.

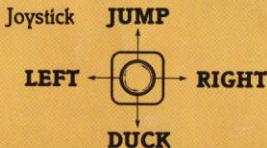
Duck or leap bullets from the old settlers, poison darts from the pygmies, pit hammers in the diamond mines, spears from the natives.

The only way to pass the secret temple is to hold all 5 gems scattered for collection around the screens.

**AND DON'T LET THE SEA EAGLE CATCH YOU!**

## **HOW TO MOVE**

**WALK, RUN,  
JUMP, DUCK**



Keys

**O** = Left

**P** = Right

**Q** = Up

**A** = Down

**Space** = Fire

Useful aids – press appropriate  
key number to select

**1** = Boomerang

**2** = Dagger

**3** = Grenade

**4** = Pole for vaulting

Hold down Space/Fire button before release for finer control of fire.

## LOADING INSTRUCTIONS

### AMSTRAD CASSETTE

Hit CONTROL & small ENTER keys together then press PLAY and any key.

### AMSTRAD DISK

RUN "DISC" OR CPM

### CBM64/128 CASSETTE

Hit SHIFT & RUN/STOP keys together.

### SPECTRUM

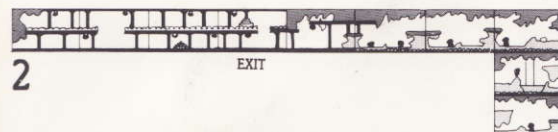
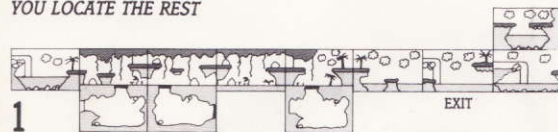
Load "" press ENTER.

### MSX CASSETTE

LOAD "CAS: ", R press «return»

## FIRST 4 LEVELS

YOU LOCATE THE REST



....5....6....7

## INFINITE LIVES

You may find Livingstone quite difficult at first. If you would like to try with infinite lives try running the following program before loading.

### AMSTRAD

10 poke & 60, ASC ("O")  
20 poke & 61, ASC ("P")  
30 poke & 62, ASC ("E")  
40 poke & 63, ASC ("R")  
50 poke & 64, ASC ("A")

### SPECTRUM

10 poke 62464,79  
20 poke 62465,80  
30 poke 62466,69  
40 poke 62467,82  
50 poke 62468,65  
60 poke load"

### MSX

SCREEN 1: Print "Opera"  
BLOAD "CAS: ", R OR LOAD "CAS: ", R.

### CBM 64/128

Please send SAE or ask for a copy of cheat modes when you order your T-Shirt.

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## COMMENT CHARGER LE PROGRAMME

### AMSTRAD CASSETTE

Appuyez simultanément sur CONTROL et sur la petite touche ENTER. Appuyez sur la touche de lecture (PLAY) du magnétophone puis frappez n'importe quelle touche de clavier.

### AMSTRAD DISK

RUN "DISC" OU CPM

### CBM64/128 CASSETTE

Appuyez simultanément sur SHIFT et RUN/STOP, suivi par la touche de lecture (PLAY).

### SPECTRUM

Load "" appuyez ENTER.

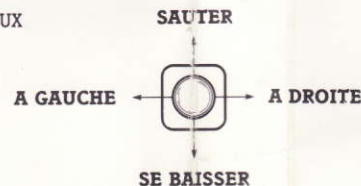
### MSX CASSETTE

LOAD "CAS: ", R appuyez «return»

## POUR SE DEPLACER

MARCHER, COURIR, SAUTER, SE BAISSER

### MANETTE DE JEUX



### CLAVIER

O = vers la gauche  
P = vers la droite  
Q = vers le haut  
A = vers le bas  
Space = Tir

Objets utiles - tapez la touche propre (1, 2, 3 ou 4) pour selectionner.  
1 = Boomerang  
2 = Poignard  
3 = Grenade  
4 = Pour sauter à la perche

Maintenez le bouton de tir (SPACE) enfoncé avant de le dégager pour meilleur contrôle.

## LADLEANLEITUNG

### AMSTRAD KASSETTE

Gleichzeitig CONTROL und die kleine ENTER-Taste drücken. Die PLAY-Taste des Kassettenrekorders betätigen und anschließend eine beliebige Taste auf der Computertastatur drücken.

### AMSTRAD DISK

RUN "DISC" ODER CPM

### CBM64/128 KASSETTE

Drücken SHIFT und gleichzeitig, dann die PLAY-Taste des Kassettengeräts.

### SPECTRUM

Load "" drücken ENTER.

### MSX KASSETTE

LOAD "CAS: ", R drücken «return»

## MANOVRIEREN

SPAZIEREN, LAUFEN, SPRINGEN, SICH DUCKEN

### JOYSTICK



### TASTATUR

O = Links  
P = Rechts  
Q = Auf  
A = Ab  
Space = Feuer

Nützliche Objekte-drücken die Taste angemessene (1, 2, 3 oder 4) um zu auswählen.  
1 = Bumerang  
2 = Dolch  
3 = Granate  
4 = Stabhochsprung

Feuerknopf (Space) festhalten um besser Kontrolle des Feuerknopf zu haben